
Title: Necromantic Reagents

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Guide to Necromatic
Reagents Vol I.
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A black book, with
silver slaps, and an
upturned pentagram
on the cover.

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1. Bat Wings -

For life and Creatures
- now Ginseng, Blood
moss and Spider's
silk, serve the
purpose in a more
precious form. Used
in an ancient magic
form called
thaumaturgy, they
borrowed both ideas
and reagents from
other magic rituals. It
was probably used in
potions for healing.
Bat wing was probably
used in spells such as:
Summon creature,
Confusion blast (a
magic form of the
bards Enticement) and
Devastation (probably
an early experimental
form of the Apocalypse
spell).

2. Blackmoor-

For Power - these
days Mandrake root
are used for the same
kind of
magic/alchemy. The
pagan people used this
reagent in their
necromantic spells, an

interesting note is that it consists blackrock. It was probably common in potions for strength. Magery Uses: Quake, Open ground (needless nowadays since shovels does the job just as good), Golem (old version of our earth elementals, note that it had the power to open certain doors), Withstand death (resurrection does the job), Grant peace (an ancient version of Dispel, note that it could also be used to confuse if used on the living), Meteor swarm (in the ancient books, referred to as Meteor Shower) and Devastation.

3. Blackrock-

Blackrock is a vital component in the spell called Armageddon, a spell too powerful to be cast by mere mortals.

4. Blood Spawn-

Due to the rarity of this reagent, no spell research on it has taken place.

5. Bone-

For summoning and animation, now Spider's silk and Blood moss have replaced it. Was used by the necromancers. Probably used in potions for agility. Magery Uses: Quake, Death speak (to communicate with the

ancient
necromancers),
Summon dead and
Golem.

6. Brimstone-

For power, I guess the
sorcerers of the old
ways "borrowed" this
idea from the
necromancers use of
blackmoor. It's the
raw material for
Sulphurous ash, and
so it is probably used
for the same things,
explosives! Magical
Uses: Explosion,
Armor of flames,
Conflagration (a
long-lost secret of the
cabal, just pray that
the FoA never reveals
its secret), Confusion
blast and Devastation.

7. Daemon Bone

For summoning and
binding, once again a
Sorcery copycat for
bone, but I suspect, of
greater power. It has
the same attributes as
bone, but I hardly
think its healthy to
consume daemon bones
in any form. Magical
Uses: Summon
daemon, Banish
daemon (A specialized
Dispel)and
Conflagration.

8. Dead Wood-

Preservation and
binding were probably
the keywords for the
necromancers when
they used this
reagent, since trees
can be nearly
immortal in the eyes
of a human. Currently
spider's silk will do
the trick. Magical

Uses: Mask of death
(Gives the caster the
appearance of death),
Quake, Rock flesh (a
long-lost wisdom, in
some ways recreated
in the spells Strenght
and Bless), Summon
dead, Golem and
Withstand death.

9. Dragons Blood-

Great power, from a
great creature. And as
such its difficult to
get. But the ancient
thaumanturgists
obviously knew how.
Unfortunaly its
violent nature can only
be used for massive
destruction, and are of
little use in Lord
British's (controlled)
land. Besides what
was mentioned
earlier, it can
probably also be used
for creating powerfull
explosives, but these
are most likely highly
unstable. Magical
Uses: Destruction and
Devastation.

10. Executioner's Cap-

Death surrounds this
mushroom, the
Executioner's Hood as
the old necromancers
called it was most
likely used for poison,
much the same way
we use nightshade
these days.
Alchemically was
probably only for
poison. Magical Uses:
Mask of Death, Grant
peace, Call destruction
and Devastation.

11. Eye of Newt-

Sight and knowledge is

the theme for this odd reagent, used exclusively by the thaumaturgists. It was probably used for focus, such as nightsight or sharpen the mind. Magical Uses: Confusion blast
Eye of newt can be easily mistaken for a ring.

12. Fertile Dirt-

Probably used for protection by the necromancers. Since Garlic is so much more "clean" and does the job just as good, it is to be preferred. It was probably used to raise a persons ability to withstand attacks, much like the protection spell we use today. Magical Uses: Rock flesh, Golem and Meteor swarm.

13. Obsidian-

This strange substance is fragile yet it endures the heat of the volcano. Duration is it's sign. Alchemists probably used it for agility or heat resistance potions. Magical Uses: Summon daemon, Create fire, Fire shield, Endure heat, Armor of flames, Conflagration, Confusion blast and Summon creature.

14. Pig Iron-

Was used for protection by the sorcerers, just as the necromancers used dirt, but since the iron is of such importance

in the "ordinary" world, garlic have replaced it. Most likely used in potions for protection, much like dirt. Magical Uses: Fire shield, Endure Heat, Explosion, Banish daemon, Flame bolt, Armor of flames, Conflagration, Destruction and Devastation.

15. Pumice-

It is thrown out of the volcano and holds the magic capacity of distance. Magical Uses: Explosion, Summon daemon, Banish daemon, Extinguish, Ignite, Create fire, Flame bolt, Flash and Conflagration.

16. Serpent's Scale-

This creature is by nature destructive and this represents separation as well. The thaumaturgists used this frequently in their magic rituals. Naturally it was most likely used for poison or perhaps even explosives. Magical Uses: Confusion blast, Destruction, Devastation and Meteor swarm.

17. Vial of Blood-

Blood is the essence of life, and therefore the necromancers used it in spells with movement or animation. Although the alchemists don't enjoy it, it's fairly easy to guess that it was used mostly for

agility potions, since it has so much in common with Blood moss. Magical Uses: Quake, Death speak, Summon dead, Open ground and Golem.

18. Volcanic Ash-

The refuse of the volcano has the property of creating the initial spark of fire (literally translated). As mentioned Sulphurous ash cover our needs for explosives, but its likely that a greater explosive can be created with Volcanic ash, the problem is finding a volunteer to try it. Magical Uses: Explosive, Summon daemon, Banish daemon, Create fire, Fire shield, Ignite, Flame bolt, Flash, Conflagration, Destruction and Meteor swarm.

19. Wyrms Heart

Unknown.